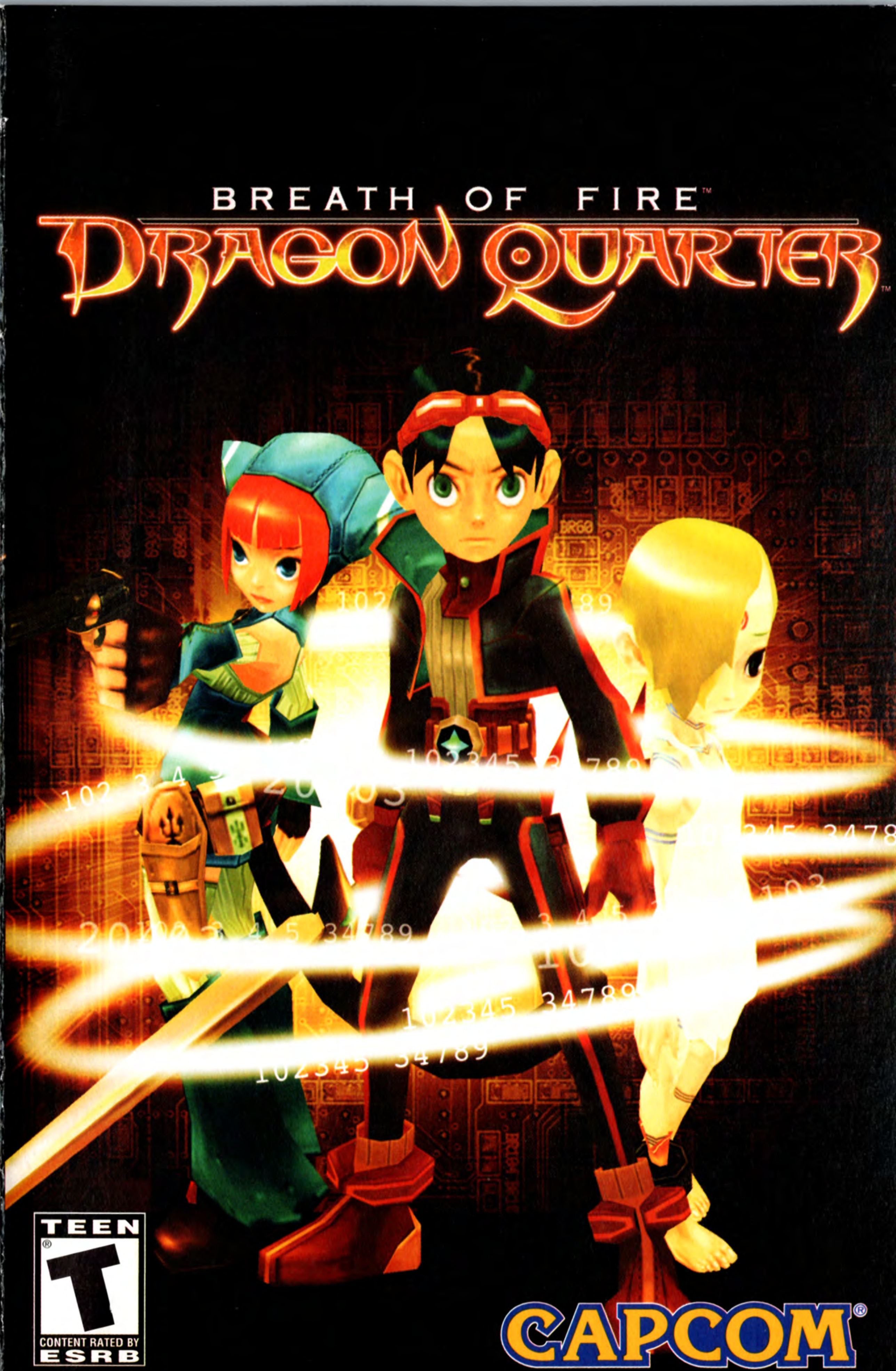
BREATH OF FIRE™ DRAGON QUARTER™



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WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A SPECIAL MESSAGE FROM CAPCOM ENTERTAINMENT

Thank you for selecting BREATH OF FIRE™: DRAGON QUARTER™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085

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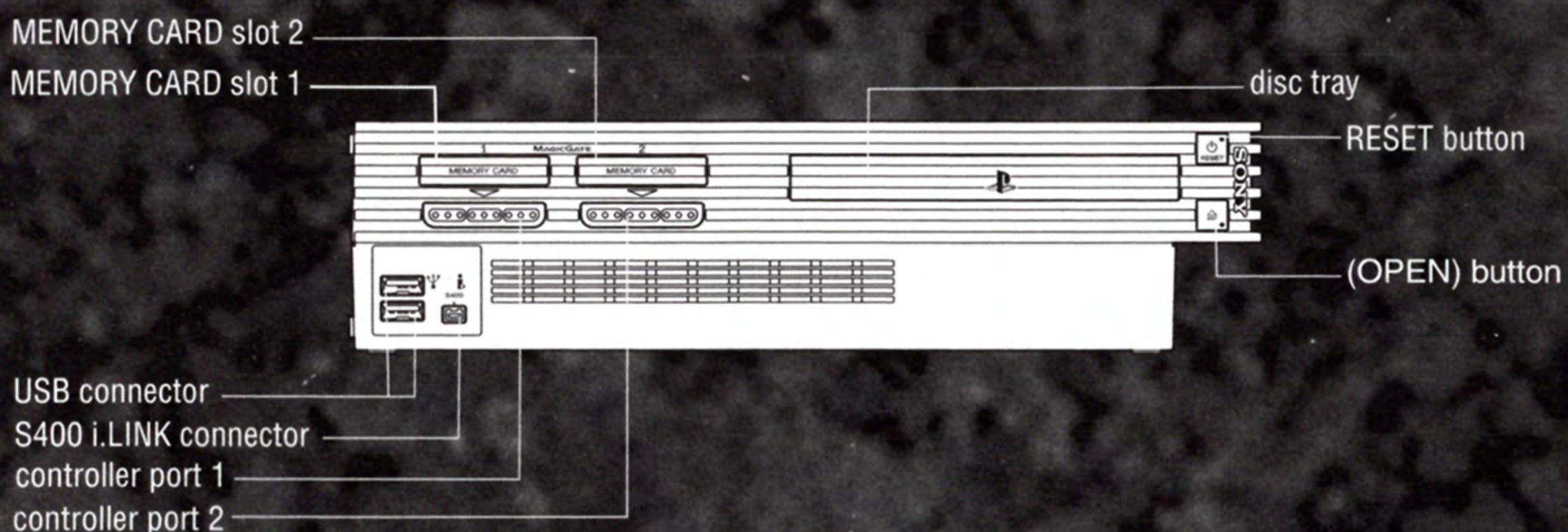
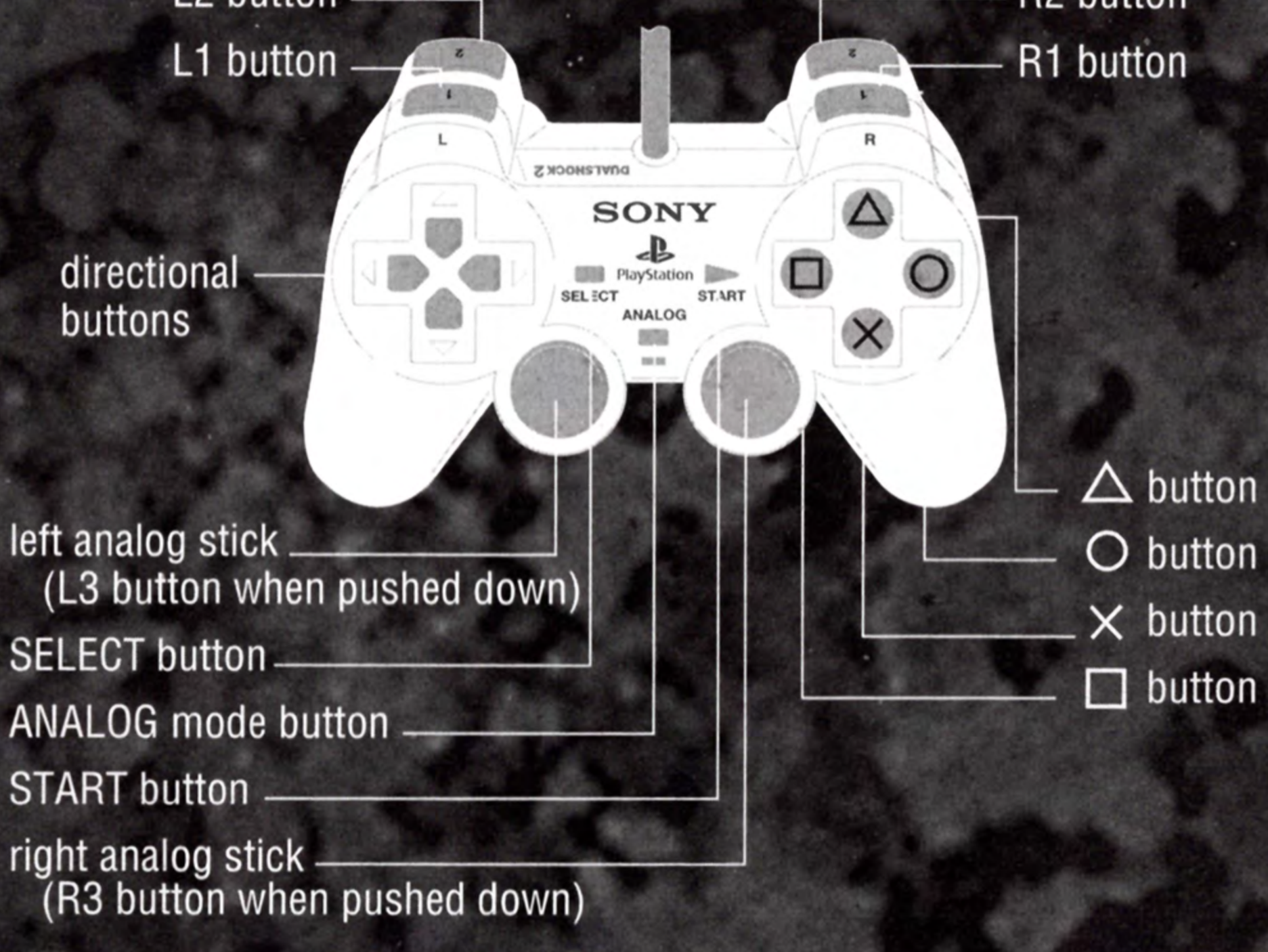
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Breath of Fire™: Dragon Quarter™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP



DUALSHOCK®2 analog controller

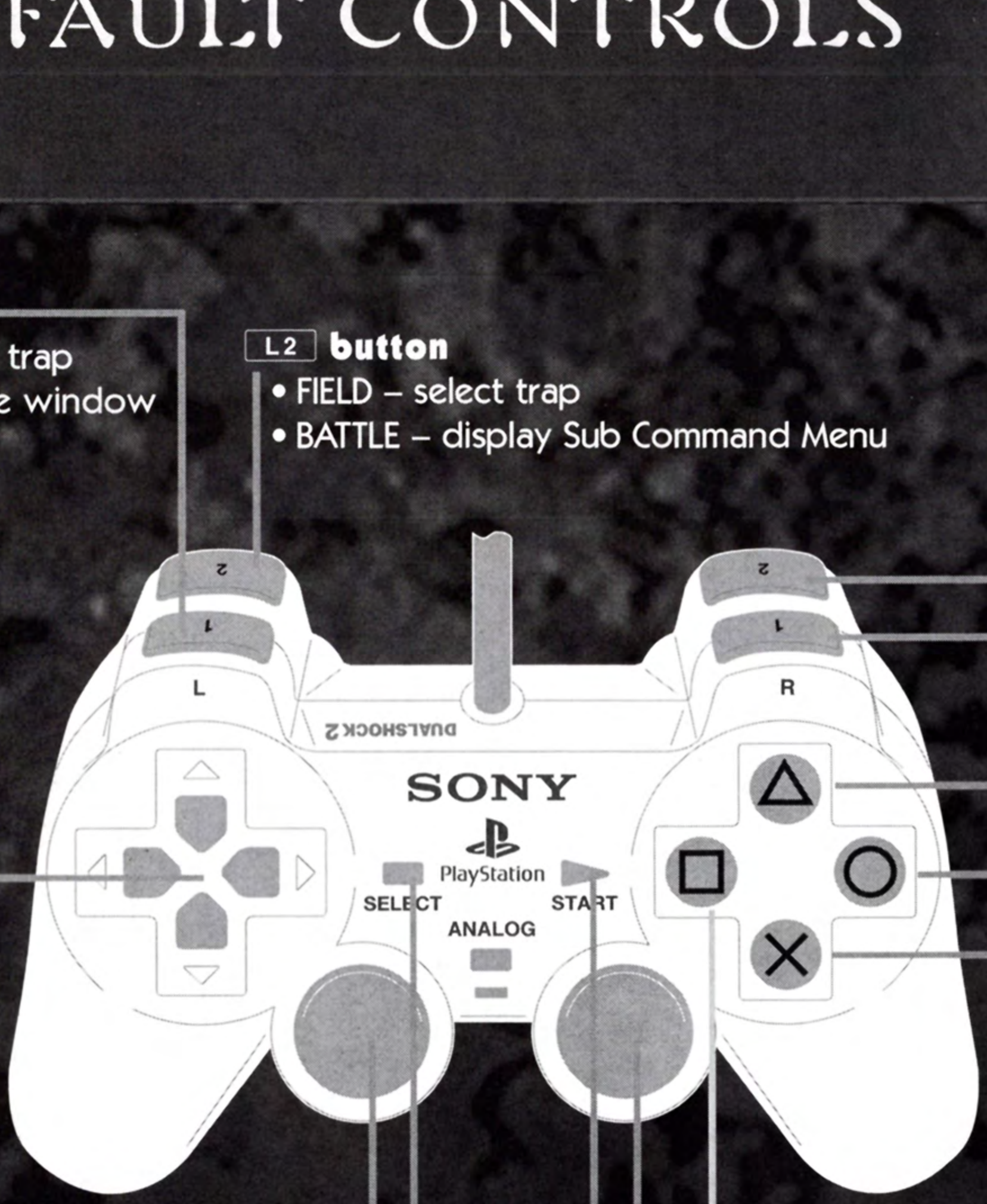
- **Breath of Fire: Dragon Quarter** is designed to be played with the DUALSHOCK®2 analog controller. For one player, connect the controller to controller port 1.
- When vibration is set to ON, the controller will vibrate in response to game events. You can turn vibration ON/OFF in Options mode (available from the Main Menu; see page 17).
- To end the game and return to the Main Menu, press the START button to display the Subscreen, select GIVE UP and then select YES. When you end the game this way, your game data is not saved. (You can only end the game this way while exploring; the Subscreen is not available during battle.)

  For more information on saving game data, see page 26.

DEFAULT CONTROLS

L1 button
- FIELD – select trap
- BATTLE – hide window

L2 button
- FIELD – select trap
- BATTLE – display Sub Command Menu



directional button
- MENU – highlight menu selections
- FIELD – advance text
- BATTLE – not used

right analog stick
- FIELD/BATTLE – switch camera view

R3 button
- FIELD – restore default camera view
- BATTLE – not used

SELECT button
- FIELD – not used
- BATTLE – change character order/display entire battlefield

START button
- FIELD – display Subscreen
- BATTLE – pause/escape

left analog stick
- FIELD – move player
- BATTLE – move player

R2 button
- FIELD – perform PERSONAL ACTION
- BATTLE – display Sub Command Menu

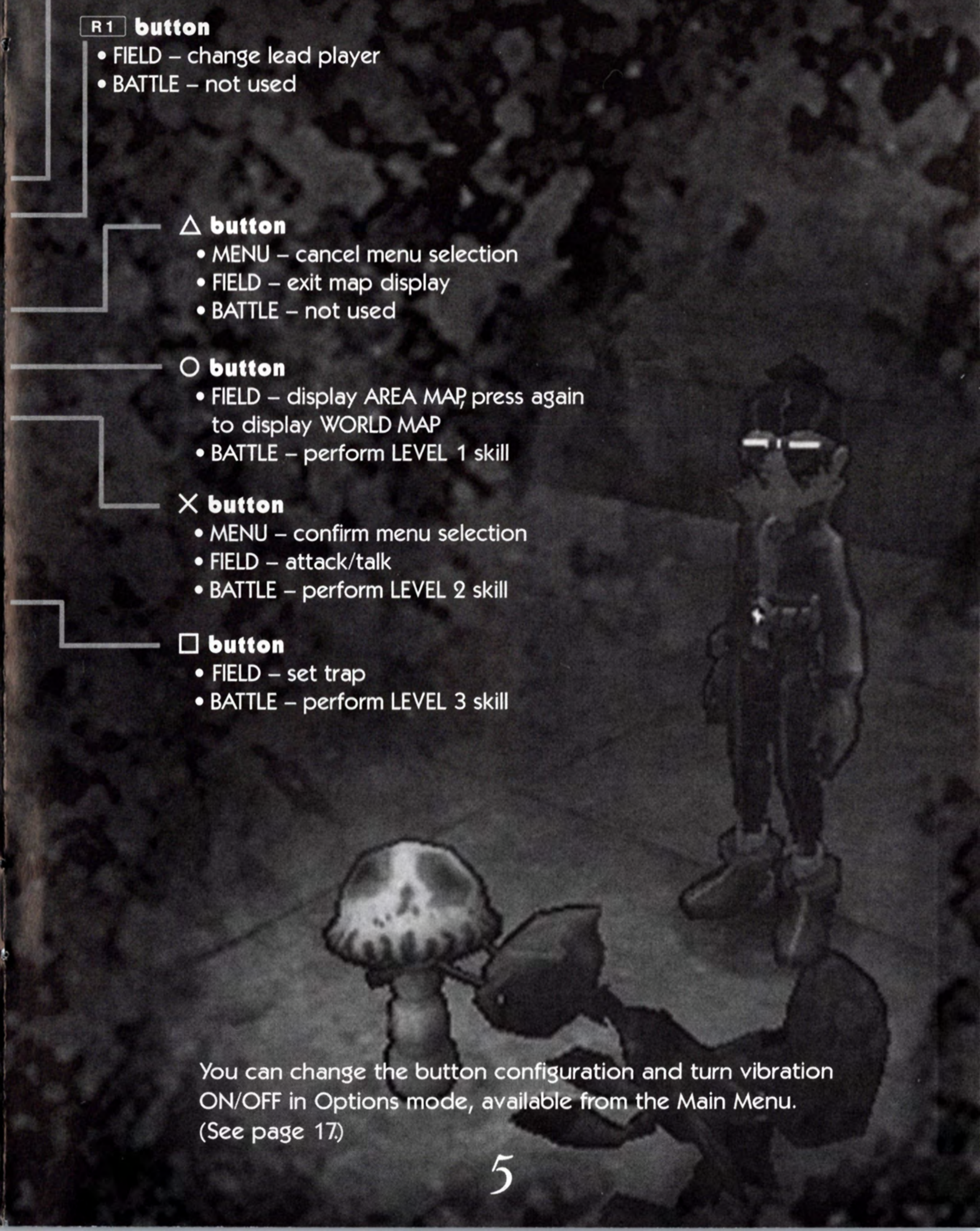
R1 button
- FIELD – change lead player
- BATTLE – not used

△ button
- MENU – cancel menu selection
- FIELD – exit map display
- BATTLE – not used

○ button
- FIELD – display AREA MAP, press again to display WORLD MAP
- BATTLE – perform LEVEL 1 skill

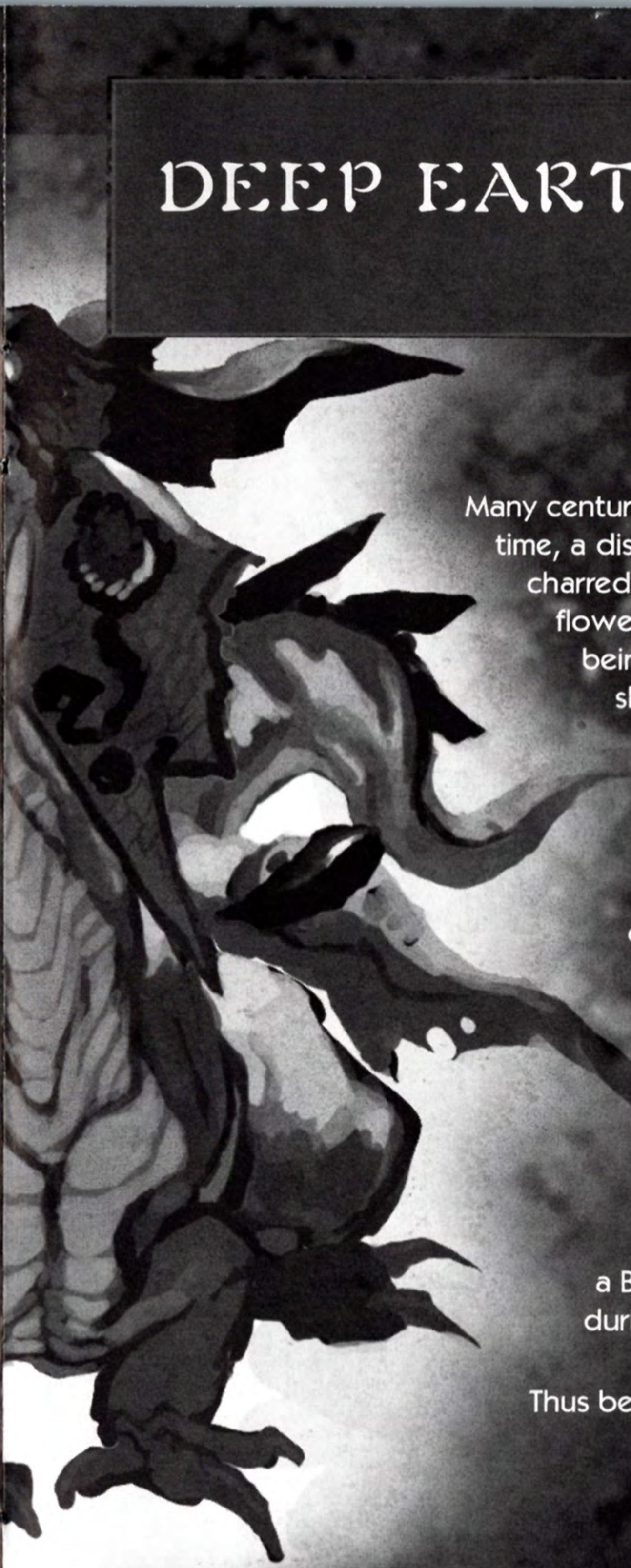
× button
- MENU – confirm menu selection
- FIELD – attack/talk
- BATTLE – perform LEVEL 2 skill

□ button
- FIELD – set trap
- BATTLE – perform LEVEL 3 skill



You can change the button configuration and turn vibration ON/OFF in Options mode, available from the Main Menu. (See page 17.)

DEEP EARTH DANGER!



Many centuries ago, in the distant mists of ancient time, a disaster shook the Earth. The skies were charred with fiery blasts, and poisonous rivers flowed throughout the continents. Human beings, who once gazed upon glorious skies and breathed pure air, were forced to find a way to survive. They found that way under their feet ... under the ground.

Sheldar became the capital city of the underground world. In their subterranean existence, the era of machines passed them by. Perhaps the people even forgot what the sky looked like ....

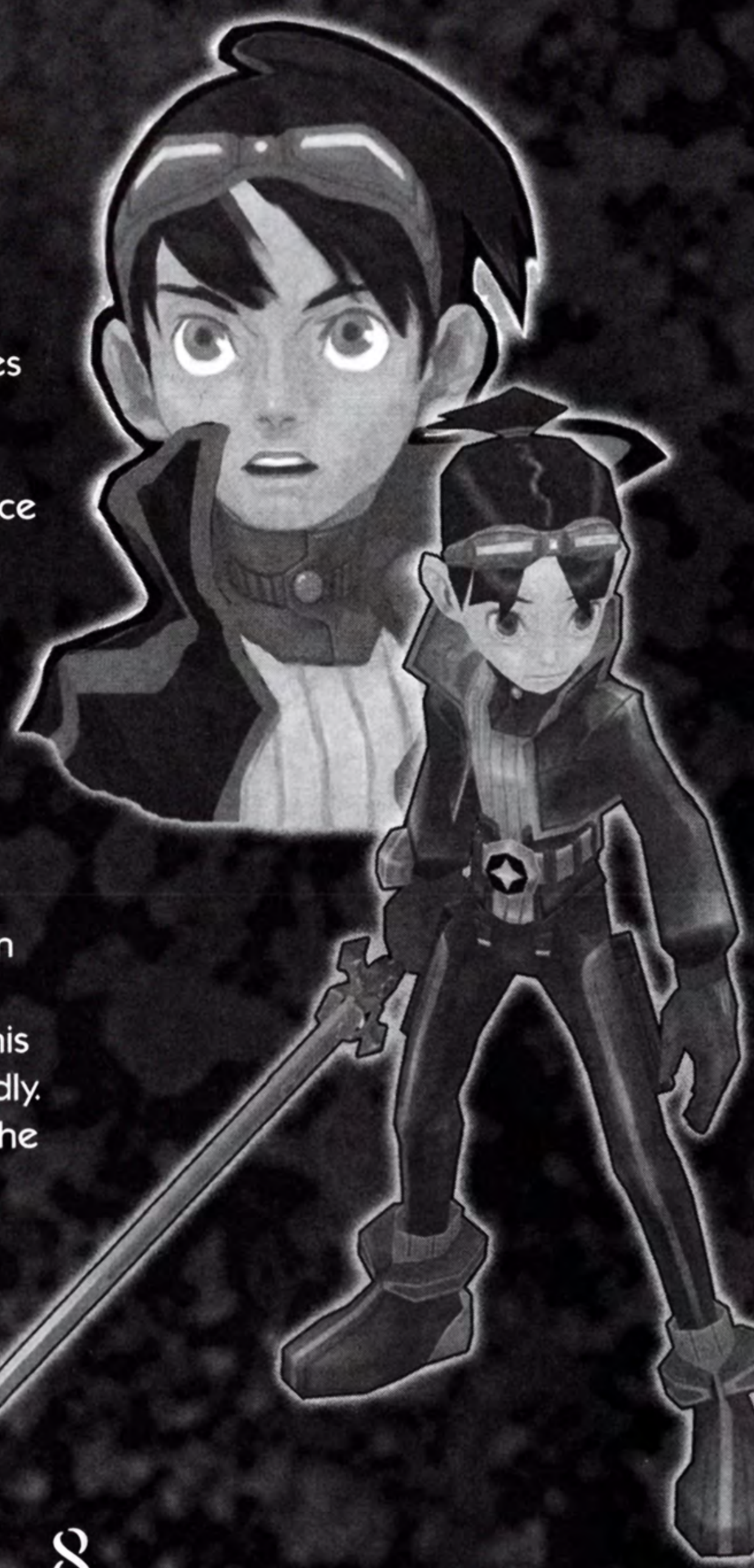
Ryu, a member of the Sheldar Rangers, witnessed a mysterious event while checking out a Bio-chem company facility during a routine patrol.

Thus begins the story of Deep Earth ....

DEEP EARTH CHARACTERS

D-RATIO

In Deep Earth, the number next to a person's name is the D-ratio. It not only gives the person's identity, it also indicates the person's latent abilities. The higher this number is, the higher the person's latent powers. Only very special, talented people have high D-ratios.



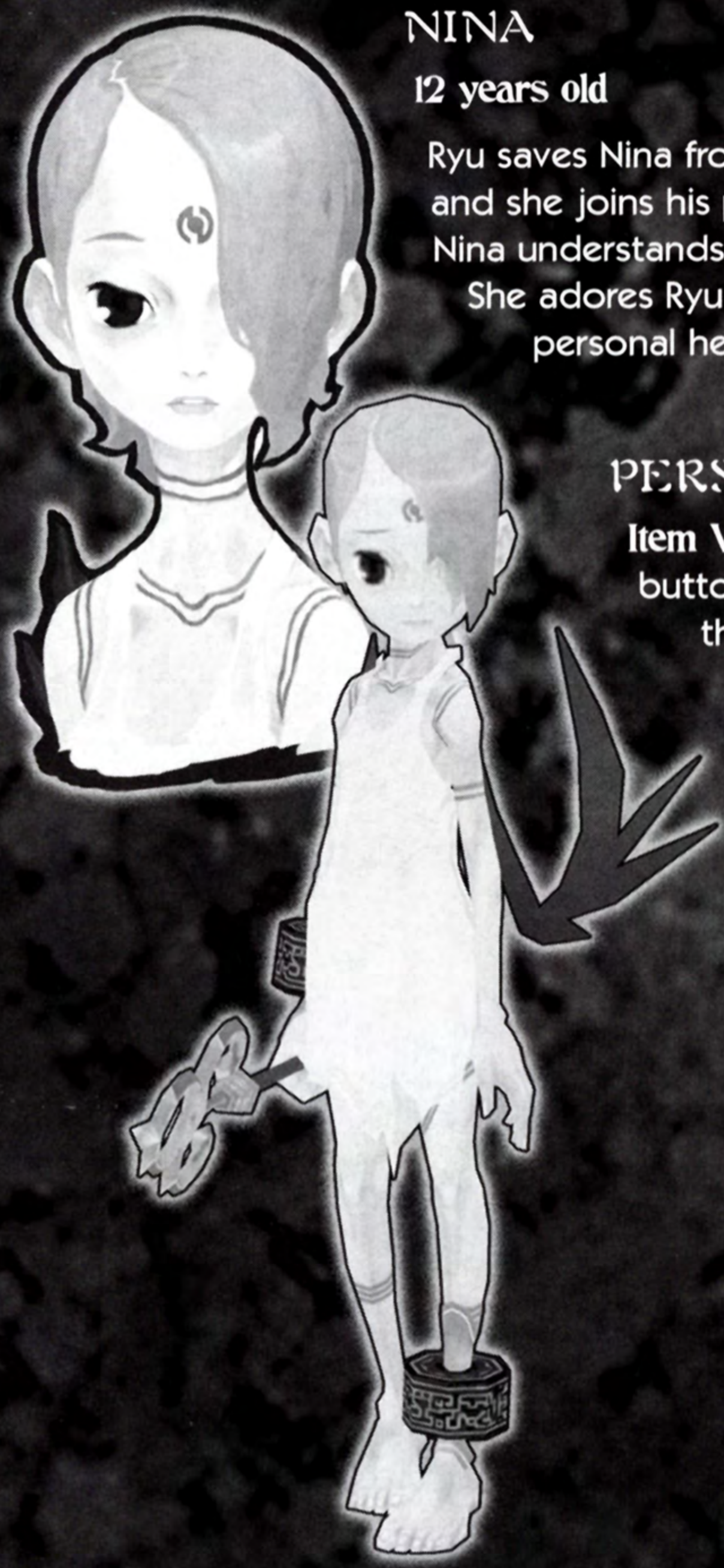
RYU – 1/8192

16 years old

Ryu is a 3rd Ranger in charge of the working class section of Sheldar. His main responsibilities are patrolling his assigned area and checking into any unusual activity. He possesses perseverance and determination to do his job effectively.

PERSONAL ACTION

D Dash – Press the R2 button. As long as you hold the button down, Ryu is invincible. He knocks enemies aside and can advance through enemy forces without entering battle. During this time, Ryu's D Counter fills up rapidly. (Ryu's D Dash is not available at the beginning of the game. He must acquire the ability to use it.)



NINA

12 years old

Ryu saves Nina from a perilous situation, and she joins his party. Though always silent, Nina understands what people say to her. She adores Ryu and considers him her personal hero.

PERSONAL ACTION

Item Vacuum – Press the R2 button. As long as you hold the button down, Nina sucks in all items on the field around her. She can pick up items safely.

RIN

21 years old

This young woman is an agent of the anti-government group Trinity. (Due to this subversive connection, she refuses to reveal her government number.) She meets Ryu at a certain political event and decides to join his party.

Rin's Personal Action

Lock-on – Press the R2 button to target and lock onto the enemy.

Charge Shot – Press and hold the ○ button to charge Rin's gun with energy. Release the button to fire a charge shot that blasts the enemy.

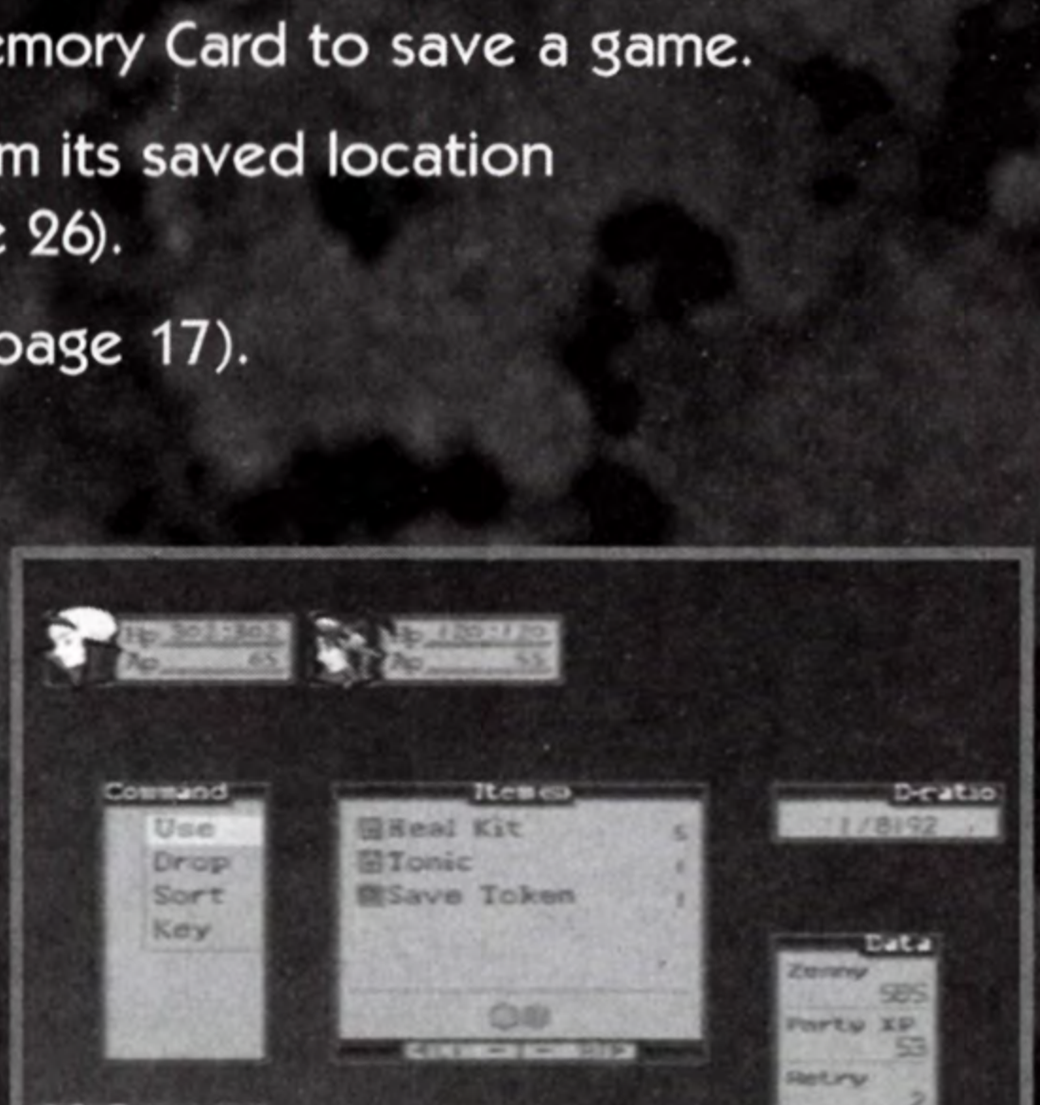
BOSCH – 1/64

16 years old

Another member of Ryu's Ranger unit, Bosch's government number indicates that he may have special abilities. As a member of the aristocracy, being a Ranger is merely the start of his professional career.

GAME BASICS

MAIN MENU



When the game starts, the Main Menu is the first screen to appear. Use the left analog stick/directional buttons to make your selection from the following options. Press the START button or the ✕ button to confirm your choice.

NEW GAME – Start playing the game from the beginning. Follow the on-screen prompts to name your character. This game requires 240kb of free space on a Memory Card to save a game.

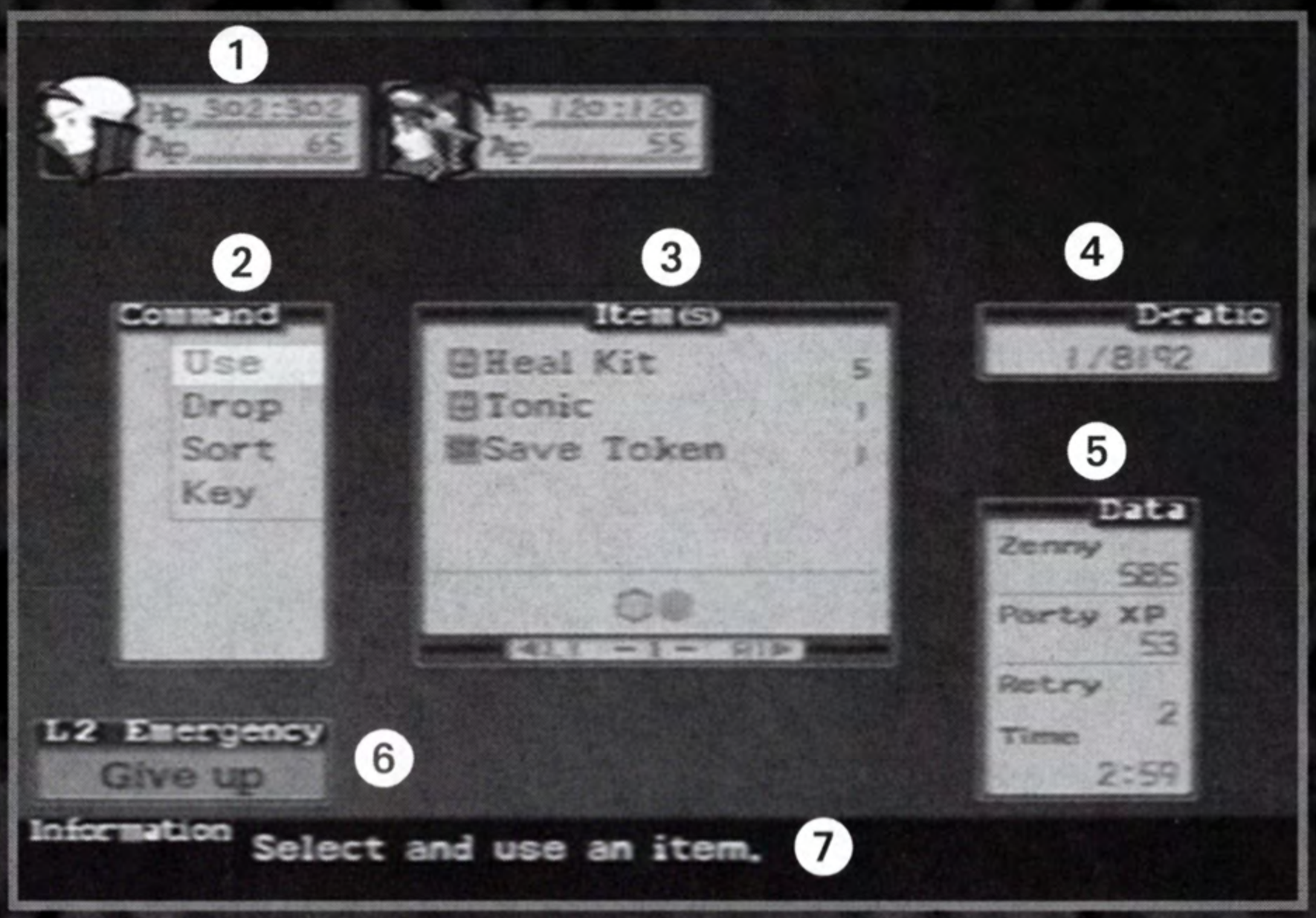
CONTINUE – Load a previously saved game from its saved location or restart a temporary game save (see page 26).

OPTIONS – Change various game settings (see page 17).

SUBSCREEN

While exploring Sheldar and its surrounding regions, you can press the START button at any time to display the Subscreen. This screen:

- gives you information about the members in your party,
- lets you access the Command Menu to control and arrange your party members,
- lets you review and manage your items, traps, equipment, shields, armor and skills.



SUBSCREEN COMPONENTS

1. CHARACTER PANEL – Displays the HP and AP for the party members.
2. COMMAND – Displays a list of various commands you can perform.
3. ITEM(S) – Shows the item(s) your party is carrying, and how many of each item you have.
4. D-RATIO – Indicates the character's identity and latent abilities. The higher the number, the stronger the character's latent powers.
5. DATA:

   ZENNY– Shows the amount of Zenny (money) you have.

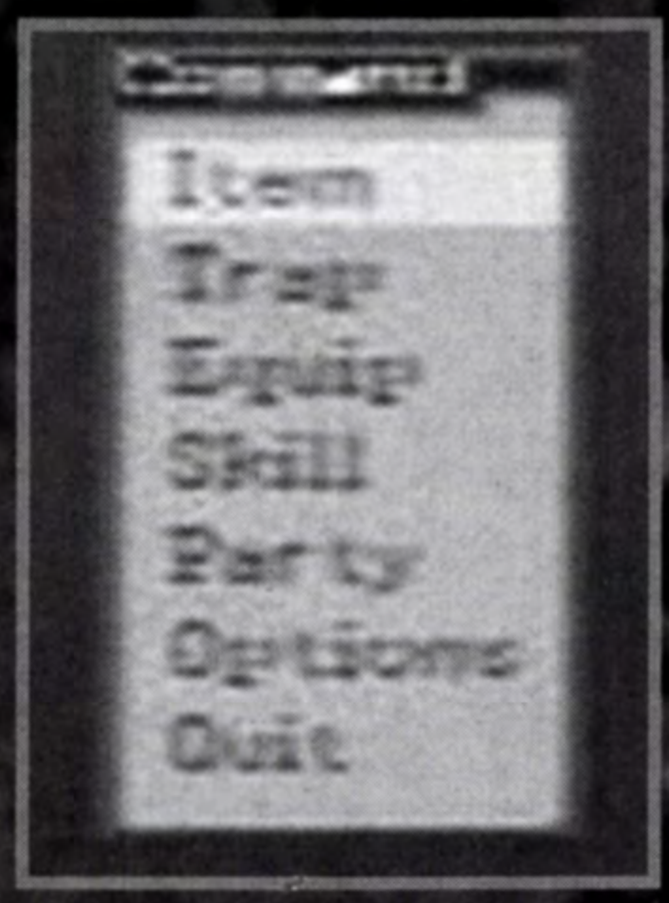
   PARTY XP – Shows the total experience of the party.

   RETRY – Shows your remaining number of chances to restart the game.

   TIME – Shows the total playing time so far.
6. GIVE UP – Quits the current game.
7. INFORMATION – Describes the highlighted selection.

COMMAND MENU

The Command Menu contains the following commands, which you'll use throughout the game:



ITEM – Use various items you possess.

TRAP – Arrange various traps in your possession in use order.

EQUIP – Attach and remove equipment.

SKILL – Load a skill.

PARTY – Display party members status and XP (experience point) distribution.

OPTIONS – Change various game settings (see page 17).

QUIT – End the game. From this menu you can also select TEMPORARY SAVE to save game data any time during play. (For more details, see page 26.)

ITEM MENU

USE – Use items in your possession.

DROP – Discard items.

SORT – Automatically sort your inventory.

KEY – Review special items you've picked up in the game.

Note: You can only carry the number of items that will fit in your backpack. Each backpack holds 5 items. As the story proceeds, the number of backpacks you carry will increase.

TRAP LIST

With the TRAP command, you can revamp the trap order to achieve the easiest possible arrangement for use in the field. You'll find many effective traps in your travels. Some of them are:

FRESH MEAT – Attracts the enemy.

ROTTEN MEAT – Repels the enemy.

POISONSHROOM – Attracts the enemy, high probability enemy takes poison damage.

SLEEPYSHROOM – Attracts the enemy, high probability enemy is put to sleep.

CONFUSHROOM – Attracts enemy, high probability enemy is confused.

DYNAMITE – Incinerates a small area.

BOMB – Incinerates a large area.

BIND BOMB – All enemies caught in the blast take damage and are bound so they can't move.

FIREBOMB – After the bomb explodes, a flame pillar rises and continually burns enemies.

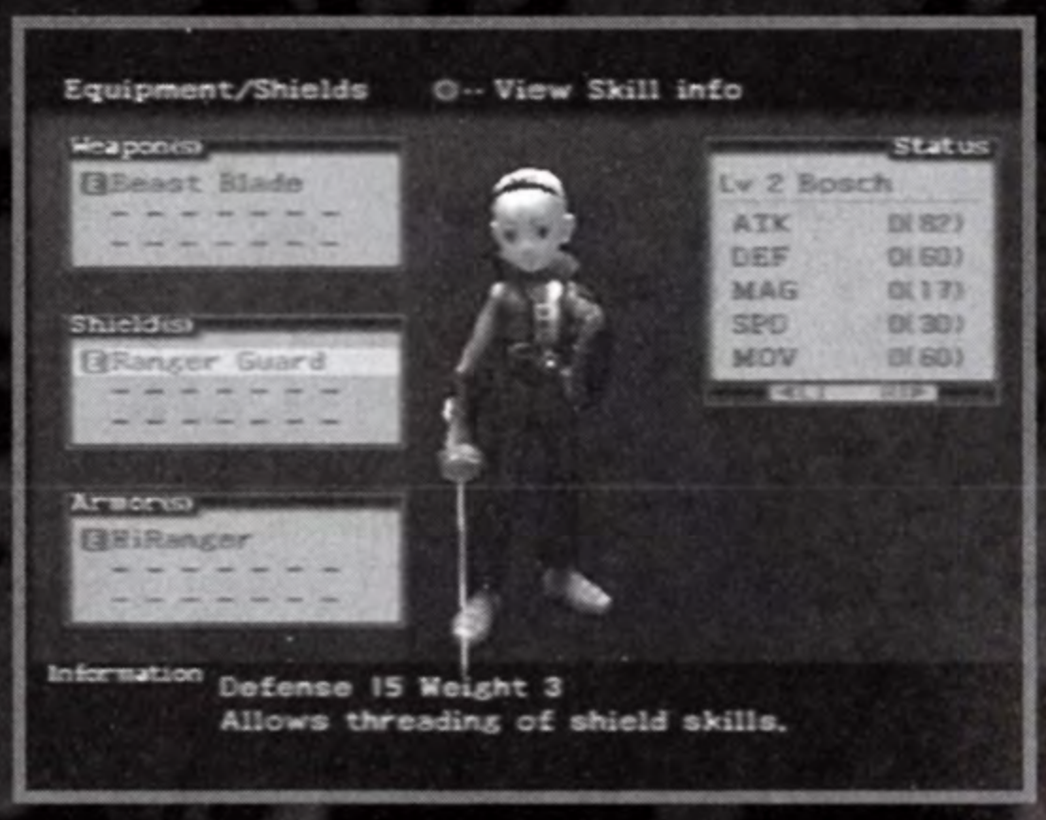
PROX BOMB – If someone or something approaches within a certain distance of this bomb, it explodes.

EQUIPMENT MENU

You can equip weapons, shields and armor:

WEAPONS – When you equip weapons, your attack, magic, and speed attributes are affected.

- When your attack increases, the amount of physical damage you do to an enemy also increases.
- When your magic increases, the amount of magical damage you do to an enemy also increases.
- Your speed affects the weight of your weapons. The faster your speed, the quicker your attack turn comes around. So, if 2 weapons have the same attack, you should choose the quicker one to get more attacks.



Also, you can load up to 9 different weapon skills in your weapons.

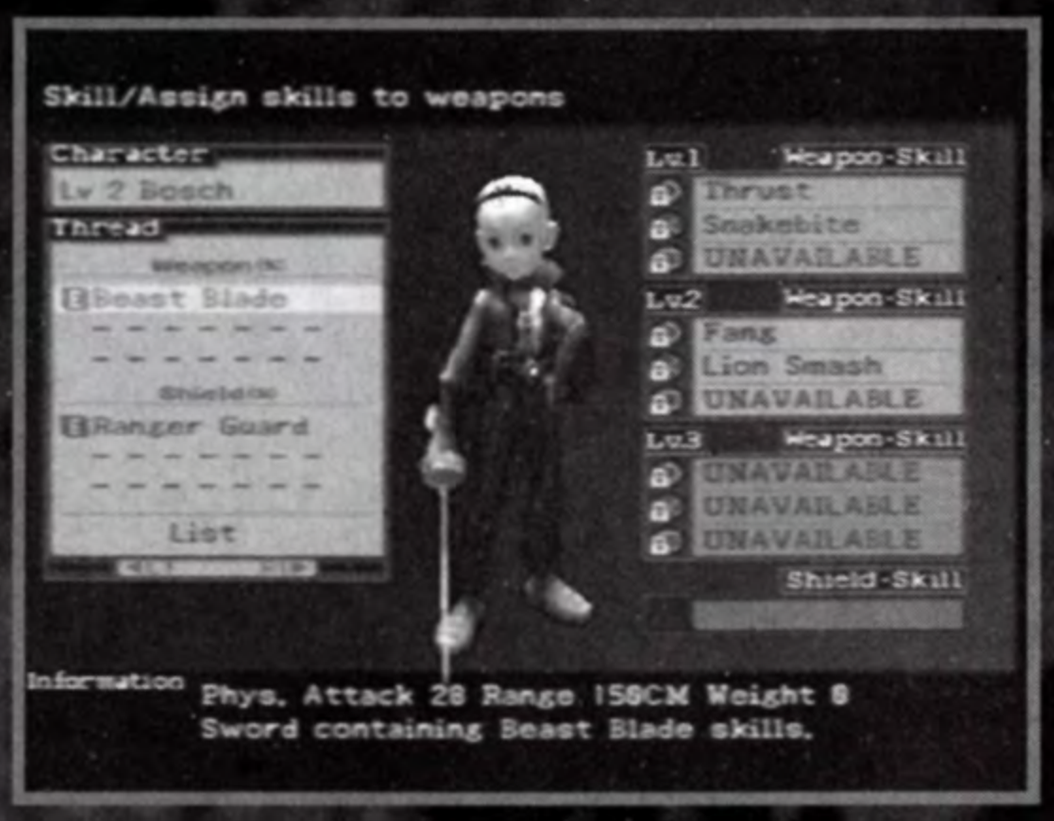
SHIELDS – When you equip shields, your defense increases, and the amount of physical damage you take from enemies decreases. When you equip a shield with skills attached, your AP max decreases by the amount it costs to load a skill. You can load 1 skill per shield.

ARMOR – When you equip armor, your defense and movement increase. When your movement increases, your range of movement also increases. Armor does not have skill slots.

Note: You must always have at least 1 weapon equipped (you can't remove all of your weapons). Each character can carry up to 3 weapons, shields and armor. If you want to carry a new weapon but you already have 3 weapons, you must either leave a weapon in the weapon storeroom or exchange it for another weapon at a weapon shop.

SKILLS

Skills are special abilities that you can attach and remove in weapons and shields.

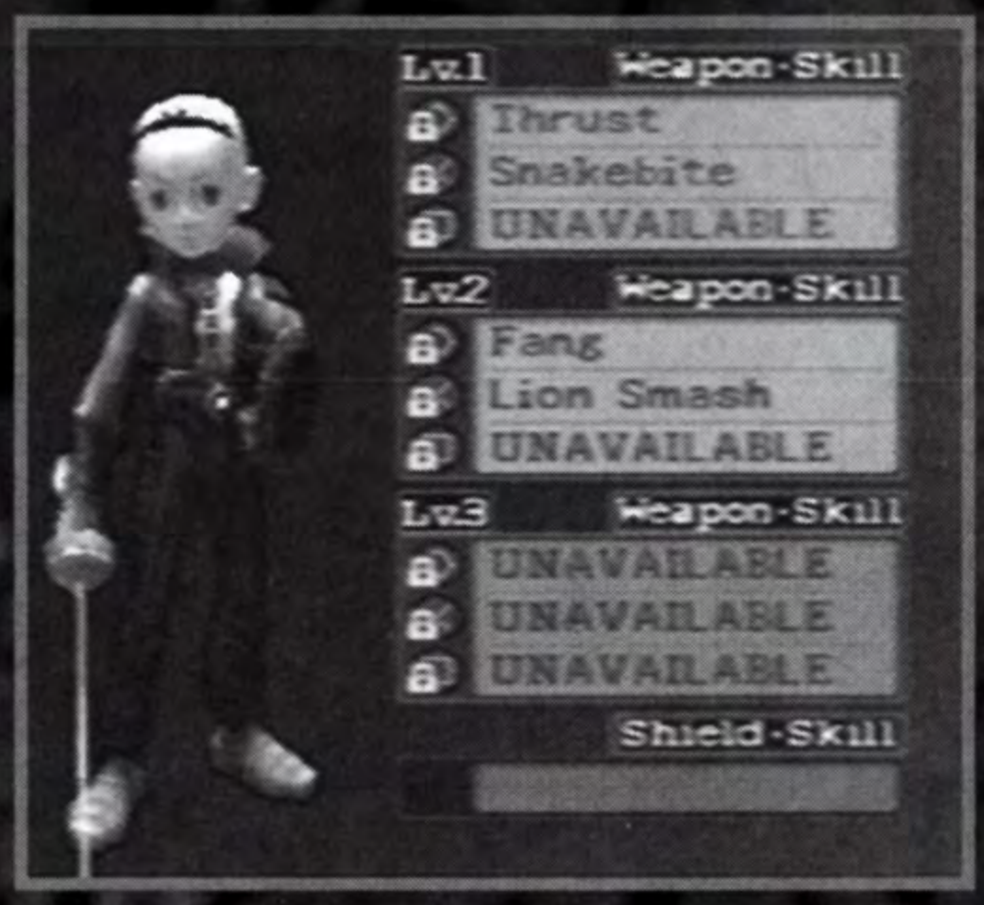


WEAPON SKILLS – Used for weapons. They are arranged from LEVEL 1 to LEVEL 3. In general, the higher the level the stronger the skill, but more AP will be consumed.

SHIELD SKILLS – Used with your shield to protect your hero. They produce certain effects based on the type of weapon the enemy is attacking with. Shield skills DO NOT consume AP. Instead, depending on the skill you attach to your shield, your AP max is correspondingly decreased. For example, if the "physical damage 25% reduction" shield skill is equipped, then during battle all close- and long-range physical attacks will only do 75% damage.

SKILL SLED

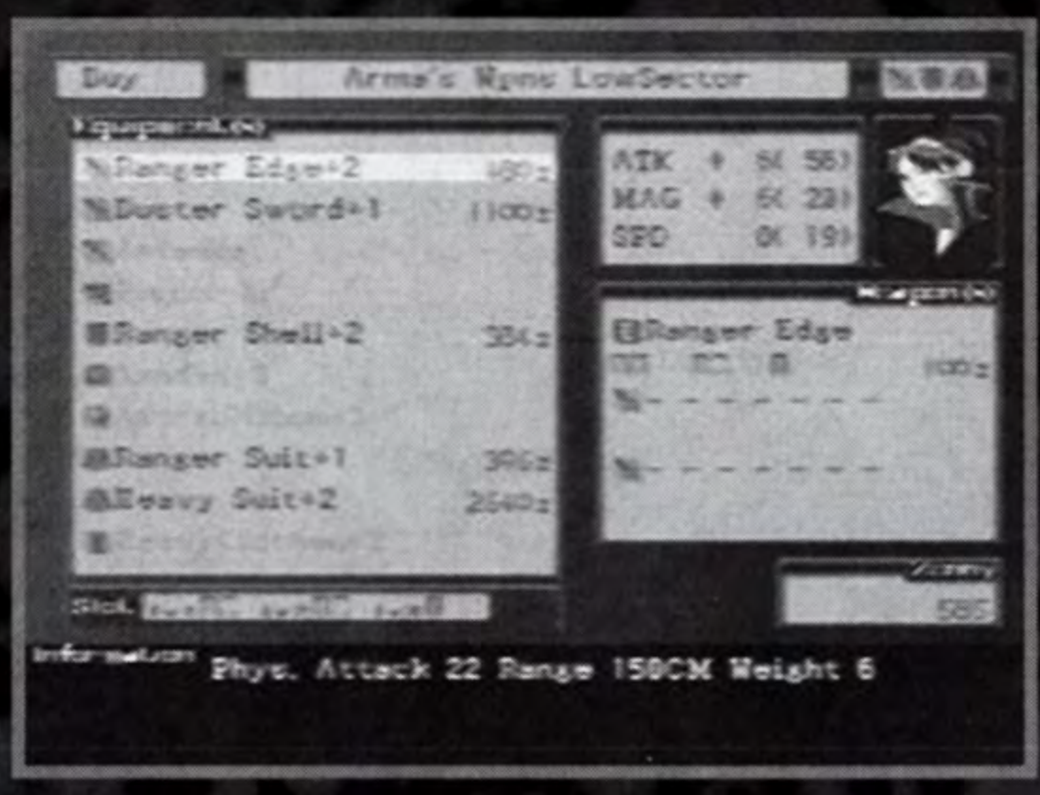
Attaching skills into empty slots on your equipment is called "sled." Any skill that you have sledded (locked into place) will be operational in battle.



The open number of slots and the kind of skills you can attach will differ depending on your equipment.

1. Choose the equipment you want to "sled." You can only sled skills that are of the appropriate level and type for your slots. For example, you can only put a LEVEL 1 weapon skill into an empty LEVEL 1 weapon skill slot. You can use weapon skills only in weapon slots and shield skills only in shield slots.
2. Choose an open slot where you will "sled" (equip) the skill. If the slot is full, UNAVAILABLE will be appear in the slot and you won't be able to use it.
3. Choose the skill to complete the sledding.

PARTY MENU

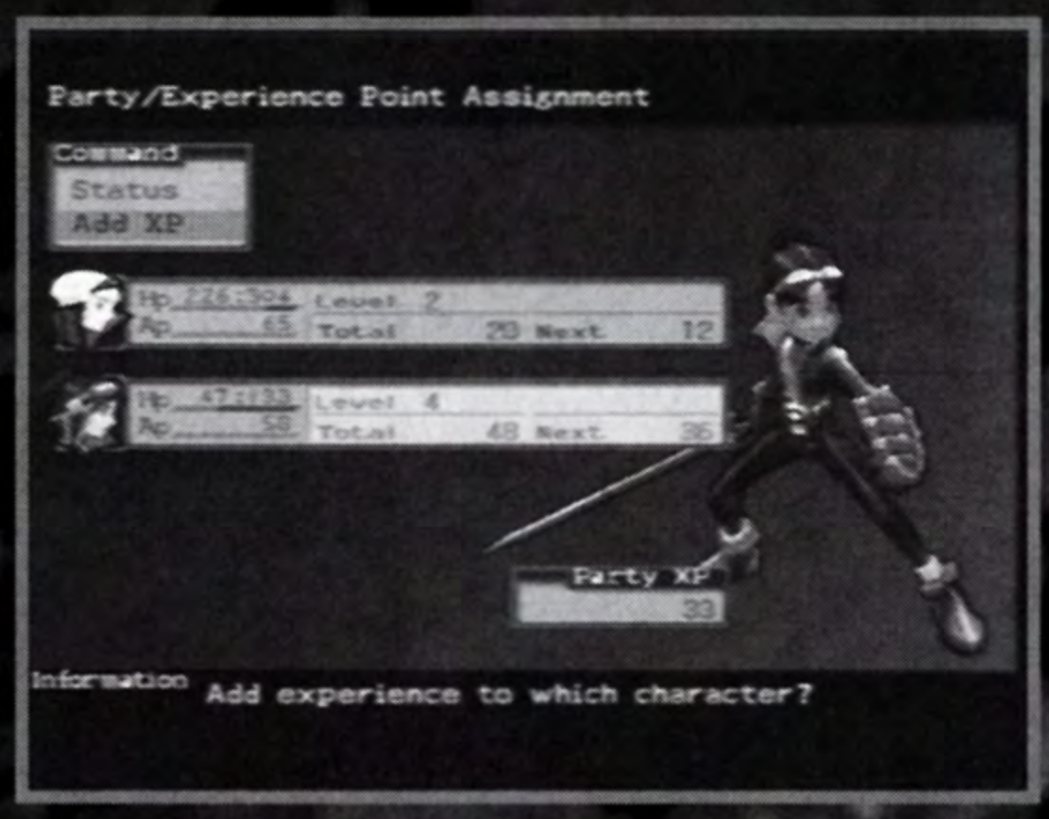


STATUS – Check the various abilities/traits/ levels of each character:

- LV (level) – After you gain a certain amount of experience points, both you and your attributes step up one level.
- HP – Your character's vitality. If this falls to 0 in a battle, then your character falls unconscious.
- AP – You use these active points while performing actions in battle.
- ATTACK(ATK) – The higher this is, the more physical damage you wreak on an enemy.
- DEFENSE(DEF) – The higher this is, the less physical damage you take from an enemy.
- MAGIC(MAG) – The higher this number is, the more magical damage you deal. Also the higher the number, the less magical damage you will take.
- SPEED(SPD) – The higher the number, the faster your attack turn comes around.
- MOVEMENT(MOV) – The higher the number, the less AP you use to act during battle.

EXPERIENCE POINT DISTRIBUTION – Distribute Party Experience points to individual characters and raise their level as you like. Any experience gained on the field is added to your party experience.

Hint: If you give up, your Party Experience will be carried over when you begin a new game.



OPTIONS

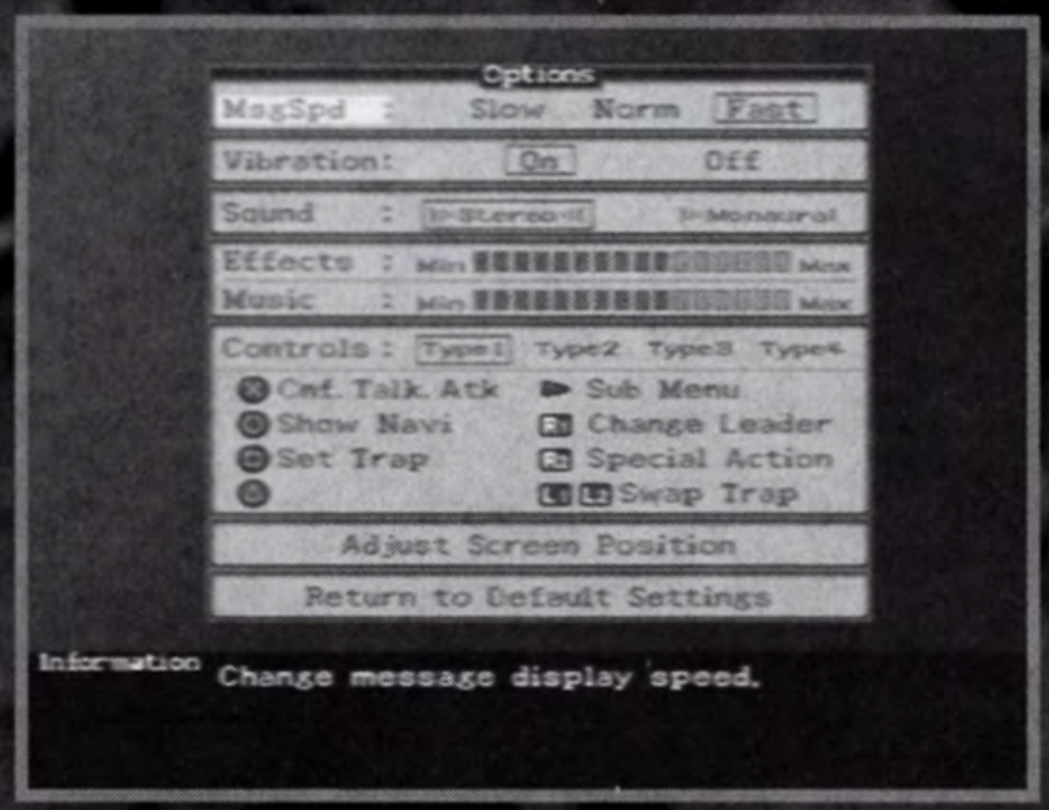
MSG SPD – Adjust the message speed.

VIBRATION – Toggle controller vibration ON/OFF.

SOUND – Toggle game sound to STEREO or MONAURAL.

EFFECTS – Adjust the volume of game sound effects.

MUSIC – Adjust the volume of game background music.



CONTROLS – Choose from 4 different control settings.

ADJUST SCREEN POSITION – Center the game screen on your display unit.

RETURN TO DEFAULT SETTINGS – Restore all default settings.

TEMPORARY SAVE

Save your game data temporarily. (For more information, see page 26.)

GIVE UP

You can carry over your Party Experience points and weapons and restart a game from the beginning.

ON THE BATTLEFIELD

PETS (Positive Encounter and Tactics System)

This game uses the PETS system. PETS is a pro-active system based on good strategy. With this system, you can see enemies on the field and either try attacking them first or running away. You can set bombs to damage the enemy before you go into battle, or you can use meat to distract them and then run past them. The PETS system gives you total freedom.

Here are some sample attack plans to give your party the advantage before entering battle.

1. Attract the enemy with meat. Then run in the opposite direction OR set a bomb there to do big damage.

2. Damage the enemy before starting a battle. Set a bomb trap down and blow up the enemy to damage it before battle.

3. Press the ✕ button to damage the enemy before a battle begins or to contact the enemy to start the battle. Not only the enemy that was contacted, but also all enemies in that vicinity will be pulled into battle and a fight will ensue.

   •When there is only 1 enemy, you have total advantage (3 heroes versus 1 enemy is ideal).

   •When there are lots of enemies, you're in trouble!

Hint: Instead of trying to fight a large group of enemies, split them up and fight them individually. Defeating them one by one is an effective strategy for survival.

4. Give enemies Stat sickness before starting a battle. Some food traps produce Stat ailments. For example, set a poisonous mushroom down. The enemy that eats it will start the battle already poisoned.

BATTLE SCREEN

1. CHARACTER PANEL – Shows the characters' HP and AP.

2. MAGIC/TRAP COUNTER – Displays the remaining amounts of magic/traps you can use in a battle, using star markers. You can use a max of 3 magics/traps. Each magic/trap uses up 1 star.

3. NAVI – Displays either a mini-map of the area or skills and their corresponding action buttons.

D COUNTER – (not shown) Shows the hunger meter for your dragon power. It starts at 0 and gradually rises and starts to consume Ryu's body. Using D Dash and D Dive causes the meter to rise rapidly. When the meter reaches 100%, the game ends.

COMMAND MENU CONTROLS

When you press a button during battle, its corresponding skill is activated (providing you have a sufficient amount of AP for that skill level).

BUTTON	ACTION
L2 button	• Pick up items dropped on the battlefield. • Use an item at that location. • Dodge an enemy at close range.
R2 button	• Use an item you have on hand. • Change equipment. • Perform a character's personal action.
✕ button	• End your turn. Any AP you didn't use will be carried over to your next turn. • Skip a character's turn. • Return a character to his/her starting position of that battle. • Return to the Command Menu.
START button	• Pause and perform a penalty run (you'll gain 0 experience and lose 10% of your Zenny). In some battles you cannot perform a penalty run.
SELECT button	• Change the character order for attacking. Remember, once you start moving you can't change the order. Press the button again to view the whole map.

BATTLE FLOW

Battles are turn-based. Characters rotate through their turns in the order you set.

1. The battle starts. All characters participate in the battle and fight to the finish.
2. Perform character actions. During a turn, each character uses attacks, magic and traps to defeat the enemy.
3. The battle ends. Your characters gain XP! After enough XP are collected, you will level up.
4. The fight results appear. Depending on your prowess during battle, you can gain even more experience points.

   •TACTICAL BONUS – You receive this for getting in the first attack, attacking the enemy while it's otherwise occupied (such as while it's eating), or completing a battle without taking any damage.

   •RATING BONUS – You receive this for defeating numerous enemies and taking little damage.

Hint: Whoever initiates a battle will usually get an extra action turn. When you are surrounded and there is NO WAY to avoid battle, it's better to be pro-active and attack the enemy than to be attacked.

STATUS DEFECTS

If you are damaged by a special attack during battle, your status may be affected.

NAME	EFFECT (FIELD)	EFFECT (BATTLE)	RECOVERY METHODS
Poison	Take damage when you walk	Take damage every turn	Antidote, Heal All, Super Cure, Mega Cure
Virus	N/A	Only part of your AP is restored	Vaccine
Lock	Can't attack	Can't attack	Unlock, wait 3 turns, walk 30m
Blind	Area gets dark, no Navi	Hit/escape rate lowers	Eyedrops, wait 3 turns, walk 30m
Confused	Left analog stick/ directional buttons input goes haywire	Can't control movement	Wake up, wait 3 turns, walk 30m
Sleep	N/A	Can't move or attack	Wake up, wait 3 turns
Bind	N/A	Can't move, can attack	Footloose, wait 3 turns
Stun	N/A	No actions for that turn	Can move next turn
Frozen	N/A	No actions for that turn	Can move next turn
Electric	N/A	No actions for that turn	Can move next turn
Unconscious	N/A	Cannot perform actions	Revive, when the battle ends character starts with 1 HP

Note: Heal All, Super Cure and Mega Cure will heal all status defects except Stun, Frozen, Electric, and Unconscious.

APS (Active Point System)

This game uses a system in which characters expend AP to perform basic actions such as moving, attacking and magic. Think about how to best distribute your Active Points to battle effectively. You could:

- Use all your AP for a super fierce rapid attack!
- Balance your AP for moving and attacking. Attack the enemy then move far away in a hit-and-run strategy!
- Carry over your AP from one turn to the next. For example, say a character with a max of 60 AP ends the turn with 10 points remaining. When that character's next turn begins, the 10 points carried over are added to the base of 60, so the character starts with 70 AP.

Note: AP for your EX (extra) turn is not carried over.

MOVEMENT RADIUS

The green circle on the battlefield shows the radius of the character's possible movements. The character can freely move around the circle if he/she has AP left. (The character can't move further than the green movement radius.) The higher your character status points, the larger your movement radius becomes.

COMBO

Combos are created by repeatedly using weapon skills. The more combos you chain together, the more damage you will do.

To perform a combo, hold down the R2 button and press the corresponding weapon skill button (○, ✕ or □) to activate the weapon skill. Continue holding down the R2 button while you press different weapon skill buttons. You can link weapon skills that are the same level or one level above.

Assess your situation to determine the best attacks to use. Try mixing and adding several different skills. If you don't have enough AP to link attacks or if you knock the enemy out of your attack radius, you won't be able to perform a combo.

3-HIT COMBO EXAMPLE

Press:	○ button	+	✕ button	+	□ button
Levels:	Level 1	+	Level 2	+	Level 3
Skills:	Slash	+	Crimson Rain	+	Eliminator
AP Required:	10	+	20	+	30 = 60 AP

5-HIT COMBO EXAMPLE

Press:	○ button	+	△ button	+	□ button	+	○ button	+ ○ button
Levels:	Level 1	+	Level 1	+	Level 1	+	Level 2	+ Level 3
Skills:	Slash	+	Dent Weapon	+	Ogre Slash	+	Crimson Rain	+ Eliminator
AP Required:	10	+	10	+	10	+	20	+ 30 = 80 AP

COMBO BONUS – Every time you connect one successive attack to another you get a combo bonus:

- 1st hit 100 pts damage
- 2nd hit 110 pts damage (base of 100 + 10 combo bonus = Combo + 10%)
- 3rd hit 120 pts damage (base of 100 + 20 combo bonus = Combo + 20%)

RIN'S SPECIAL COMBO – Rin has a combo that commands different special effects. Discover its power!

SKILL EFFECT RADIUS

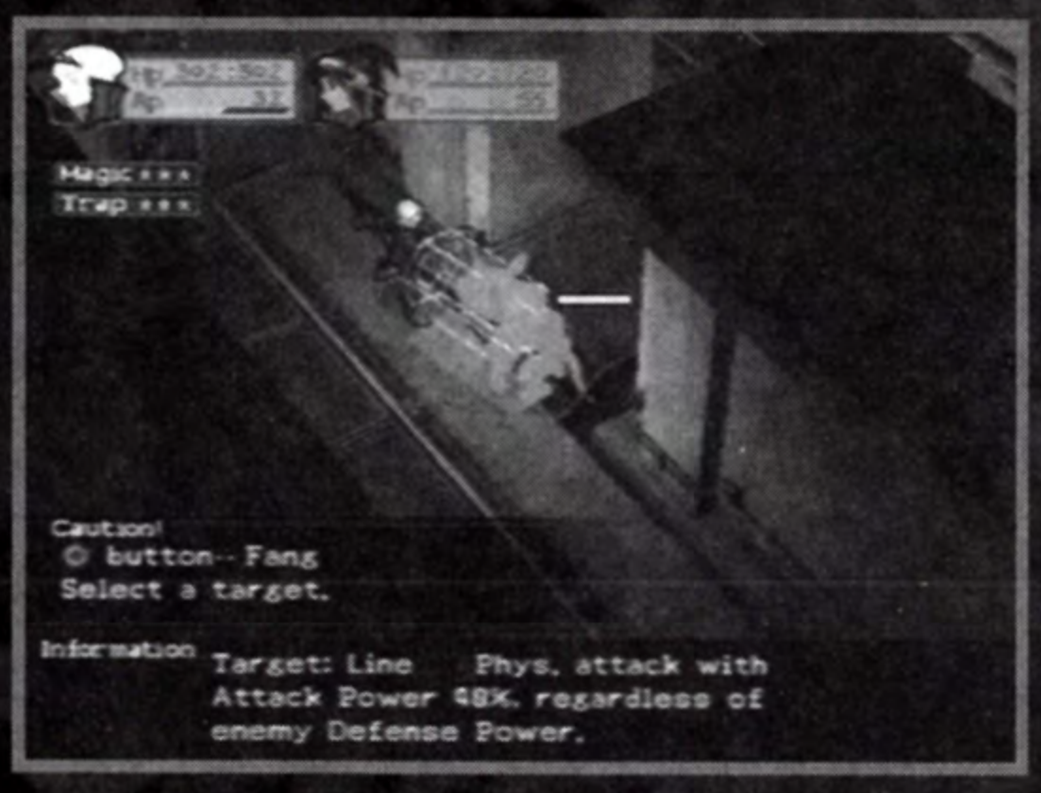
Possible variations of skill effect radius are:

UNIT – Only affects the unit selected.

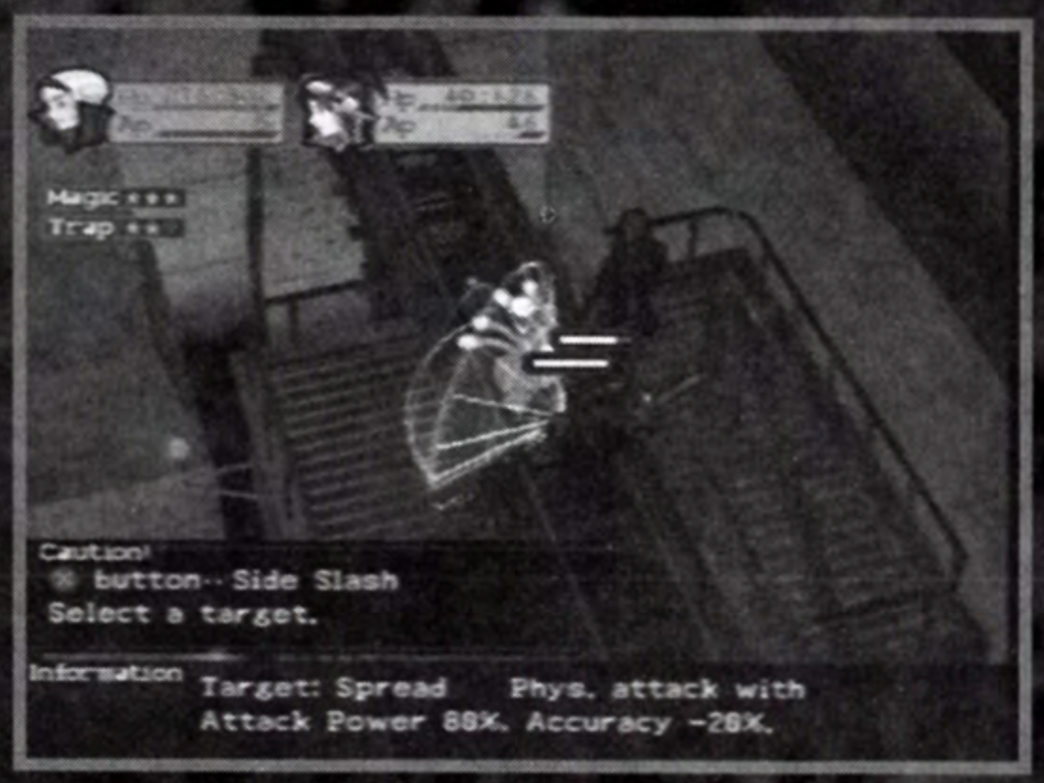
CIRCLE – Affects everything within the circle.

LINE – Affects everything in a straight line.

SPREAD – Affects everything within the radius.



Line Skill Effect Radius



Spread Skill Effect Radius

MAGIC SKILLS

Some magic skills have attributes. You battle most effectively when you use one or more attributes corresponding to an enemy's particular weakness.

MAGIC SKILL LIST

MAGIC NAME	AP	ATTRIBUTE	RADIUS TYPE	EFFECT
Flare	10	Fire	Circle	Small Fire damage.
Frost	10	Ice	Circle	Small Ice damage.
Jolt	10	Lightning	Circle	Small Lightning damage.
Fireblast	20	Fire	Spread	Medium Fire damage.
Iceblast	20	Ice	Line	Medium Ice damage.
Lightning	20	Lightning	Line	Medium Lightning damage.
Inferno	30	Fire	Circle	Big Fire damage.
Blizzard	30	Ice	Circle	Big Ice damage.
Valhalla	30	Lightning	Circle	Big Lightning damage.
Kyrie	30	Holy	Circle	Instant Death. Huge damage to Undead.

SUPPORT MAGIC

MAGIC NAME	AP	ATTRIBUTE	RADIUS TYPE	EFFECT
Blunt	10	Status Down	Unit	Lowers a unit's attack by 10%.
Weaken	10	Status Down	Unit	Lowers a unit's defense by 10%.
Enfeeble	10	Status Down	Unit	Lowers a unit's magic by 10%.
Transfer	20	N/A	Unit	Gives a teammate 20 AP.
Teleport	20	N/A	Teammate	Switch positions with a teammate.

MAGIC GLYPHS

Only Nina can use the special skills of Magic Glyphs. She casts them onto the battlefield, and they affect whoever steps on them (either an enemy or another teammate—be careful!).

To use Magic Glyphs:

1. Select the battlefield location where you want to set the glyph. When moving the glyph far from where Nina is standing, you will consume AP for the amount of distance between Nina and the glyph.

2. Set the glyph. You can set up to 3 different glyphs at once. However, after a certain amount of turns, the glyph will disappear. (You cannot set any glyph on top of a character.)

Hint: Set glyphs behind enemies and knock them back into it with an attack.

MAGIC GLYPH LIST

MAGIC NAME	AP	ATTRIBUTE	EFFECT
Grand Flare	10	Fire	A fire column burns for 3 turns (obstacle).
Joltball	10	Lightning	Magic Land mines. Take Electric damage and are electrified.
Fireball	20	Fire	Magic Land mine. Does Fire damage. Stuns.
Fragball	20	Ice	Magic Land mine. Does Ice damage. Freezes.
Grand Iceblast	20	Ice	Ice pillars stand for 3 turns.
Grand Inferno	30	Fire	Massive Fire pillars stand for 3 turns.
Lag Valhalla	30	Lightning	Time differential Valhalla. Lighting fires on designated spots at the end of turn.

PERSONAL ACTIONS IN BATTLE

Ryu, Nina and Rin have special abilities, which don't drain away AP in battle.

RYU

D DIVE — Transform into dragonized form. During the transformation, your status increases dramatically and you can use special mega-damage attacks. But if your D-counter fills up, then ....

D BREATH — Fires out non-attribute mega-damage. This ability continually emits a hot breath for as long as you hold down the ○ button. Your D-counter increases while you are firing the breath.

D-CHARGE — Transforms your D-counter into attack power and increases the amount of damage that Ryu inflicts. This ability can be used with other abilities.

COOL DOWN — Returns Ryu to normal human form.

NINA

ERASE MAGIC – Erases all Magic Glyphs Nina has laid on the ground.

RIN

PROFILE — Analyzes enemy data:

- ENEMY — Enemy's level and name.
- DROP ITEM — Possible items that the enemy may drop.
- STEAL ITEM — Items that can be stolen from the enemy.
- ELEMENT — Elements corresponding to the enemy's strength/weakness.
- INFORMATION — Details about that character.

SAVING GAME DATA

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before powering on the system.

- This game requires 240kb of free space on a memory card in order to save games. If less free space exists, erase older data.
- The game will only save to a memory card in MEMORY CARD slot 1.
- Do not remove the memory card or power off while data is being saved or loaded. Your game data may be lost if you do.

SAVE DATA

In this game, after certain key events occur, you can save the game. When you initially create a save file an ID is set up on the memory card. From then on, you can only save to that memory card. Your ID when saving to a memory card must match the ID that you set up. If they don't match, you cannot save.

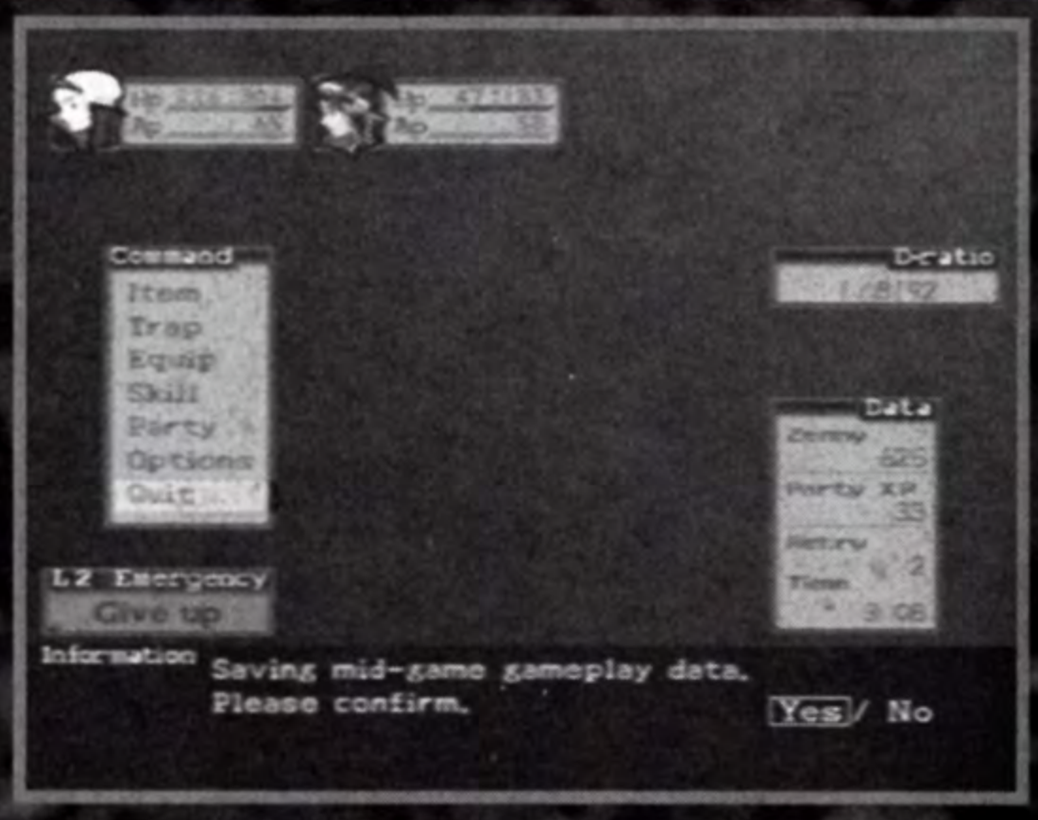
- When you start a new game and save to a memory card, an individual ID is written to your save file. From then on, in order to save, your game data ID must match the ID on the memory card.
- You cannot copy a save file using your memory card. If you copy save data from one memory card to another, the IDs will differ and you will be unable to use the copied save data.
- Protect your save data. It is yours and yours alone.

TEMPORARY SAVE DATA

You can temporarily save the game from the Submenu at any time during play. You can also load the data and resume the game from the point where you saved it.

However, once you load temporary save data, it is automatically erased from memory. You cannot re-load the same temporary save data a second time.

You cannot copy temporary save data.



SCENARIO OVERLAY

This game uses a Scenario Overlay (SOL) system. The more times you start a new game from the beginning, the more events you will see, and more locations will be unlocked for you to explore.

When you choose SOL, you will be able to carry over your skills, equipment, Party Experience points, and Zenny to the next time you start the game. The more you play the game, the stronger your character will become. You will be able to restart the game with a stronger character than when you first played.

Hint: Each time you restart, try to gain 1 level more than you did the last time you played.

Whenever your D-counter drops to 100%, or everyone on your team is defeated, or you give up, then the following options will appear:

SOL: RESTART — Begin a brand new game.

SOL: RESTORE — Save your basic data up to that point and carry it over when you restart.

THE END — End the game and return to the Main Menu without saving.

NEW EVENT OCCURRENCES

With SOL, after you experience certain circumstances:

- Some events that didn't occur the first time you played a game will occur the second time around.
- Some scenes that were invisible to you will now appear.
- Some doors that didn't open before will now be unlocked.
- Some areas previously shrouded in mystery may now be unveiled ....

Play often! You cannot see the entire world in only one play-through.

CARRYING OVER GAME ITEMS

With SOL, you can carry over certain items from one game to the next:

PARTY EXPERIENCE AND MONEY — When you give up or clear the game you can carry all of it over, but besides those times you can carry over only a certain percentage of it.

EQUIPMENT AND ITEMS — You can only carry over items and weapons that were equipped. Everything else is lost.

SKILLS — All your skills will be carried over.

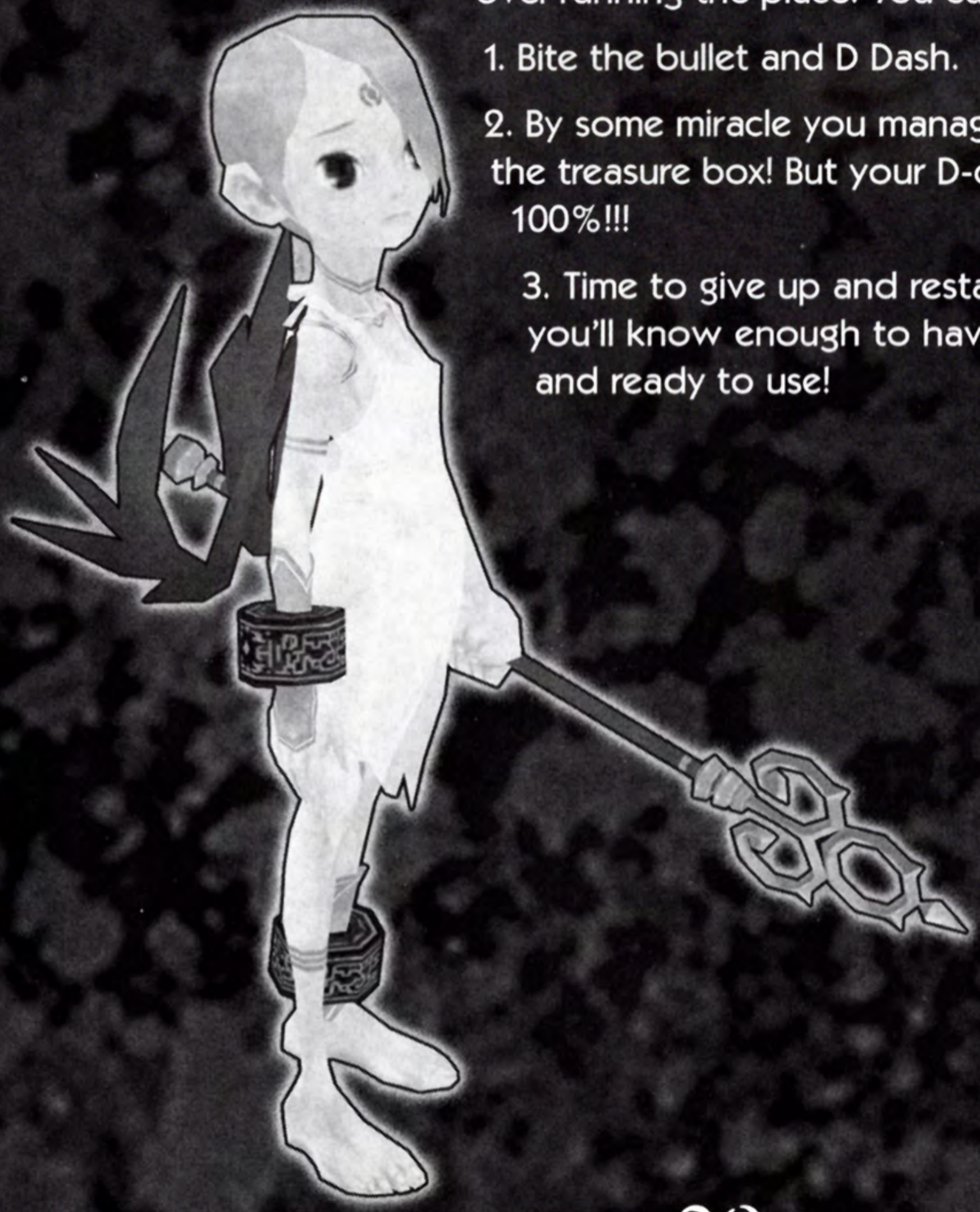
STORED ITEMS — You can carry over all items and weapons that were placed in the arsenal storeroom.

USING "GIVE UP" EFFECTIVELY

Knowing when to give up and when to continue are key to proceeding in the game.

Let's say you know what's in a treasure chest. But enemies are over-running the place. You can:

1. Bite the bullet and D Dash.
2. By some miracle you manage to get the skill within the treasure box! But your D-counter is almost at 100%!!!
3. Time to give up and restart the game. This time you'll know enough to have that skill memorized and ready to use!



SHOPS & ARSENAL

You carry your items in your backpack. You can carry more items if you arrange your items in groups.

Note: Special items are not stored in your backpack.

Each character can carry up to 3 pieces of equipment. Once you have 3 pieces, you must either exchange items or sell old ones off in order to pick up new equipment. You can also store extra equipment in your arsenal to free up space.

SHOPS

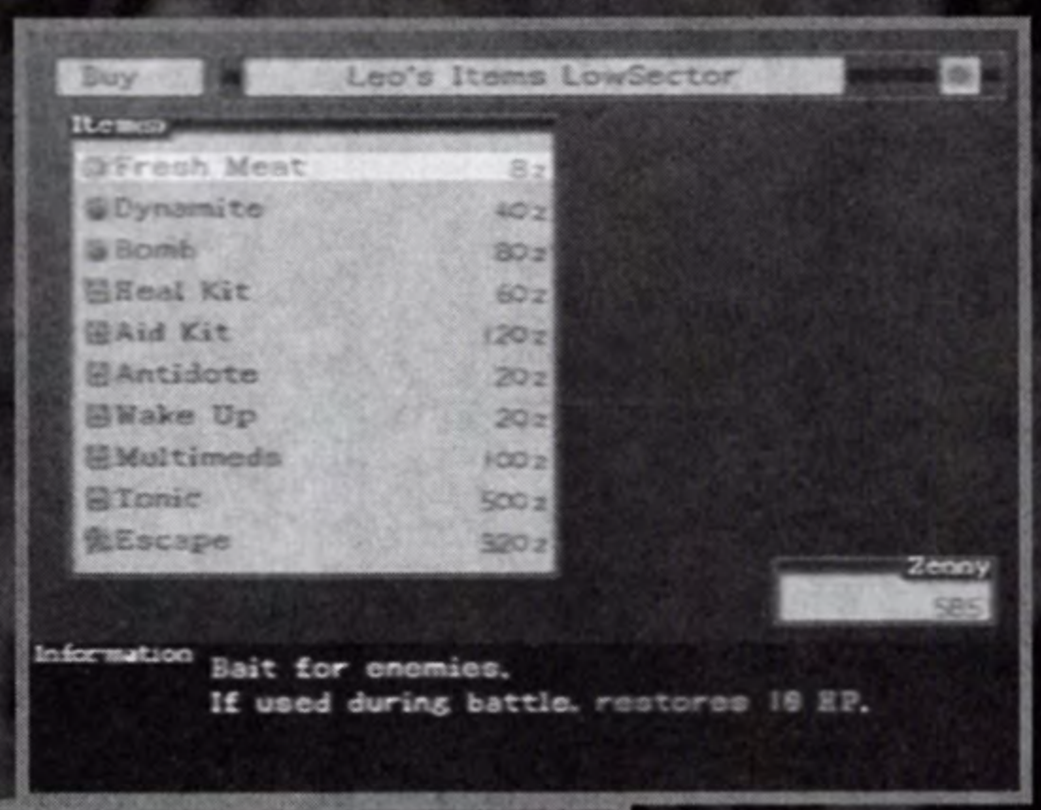
ITEM SHOP — Buy and sell healing items and traps here.

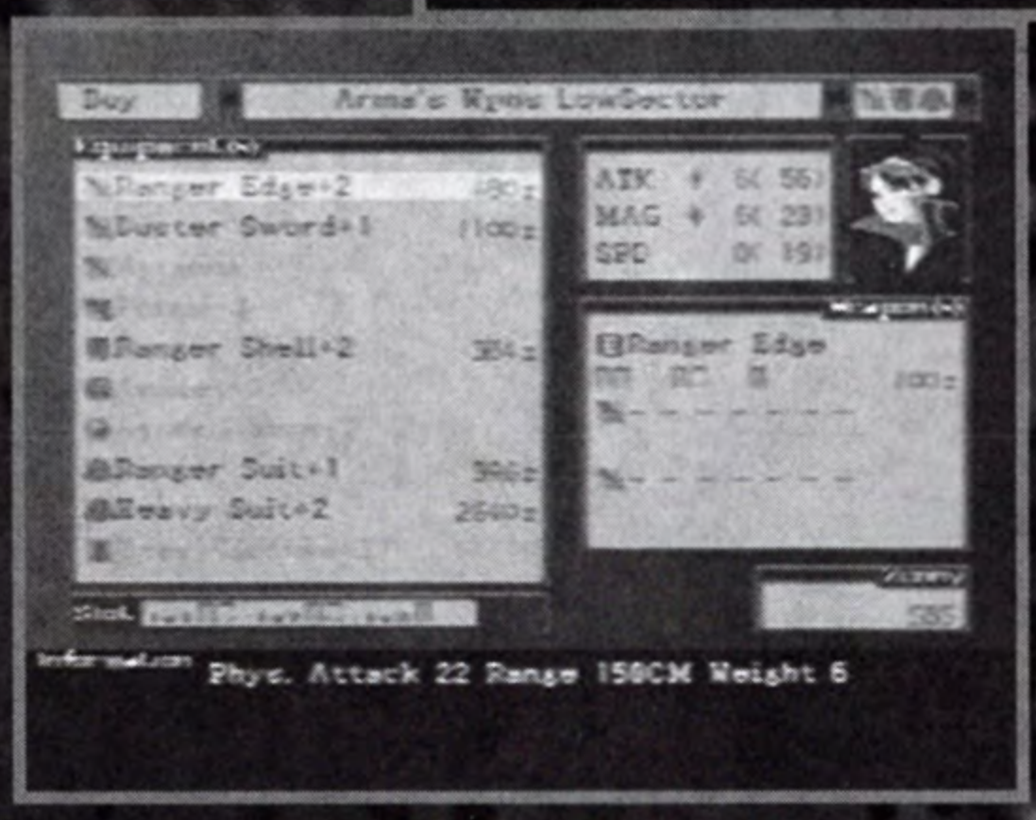
WEAPON SHOP — Buy and sell weapons and shields here. Some weapons have a number that signifies their strength, for example: Ranger Edge +2. When separate weapons have the same name but different numbers, the weapon with the higher number is stronger.

SKILL SLOTS —

- When you're in a shop, 2 empty brackets will be displayed when an open slot is available. You must find an open slot in order to sled a skill.
- If the space between the 2 brackets is filled, that slot is a fixed item slot for a skill that cannot be removed.

Item Shop





Weapon Shop

ARSENAL

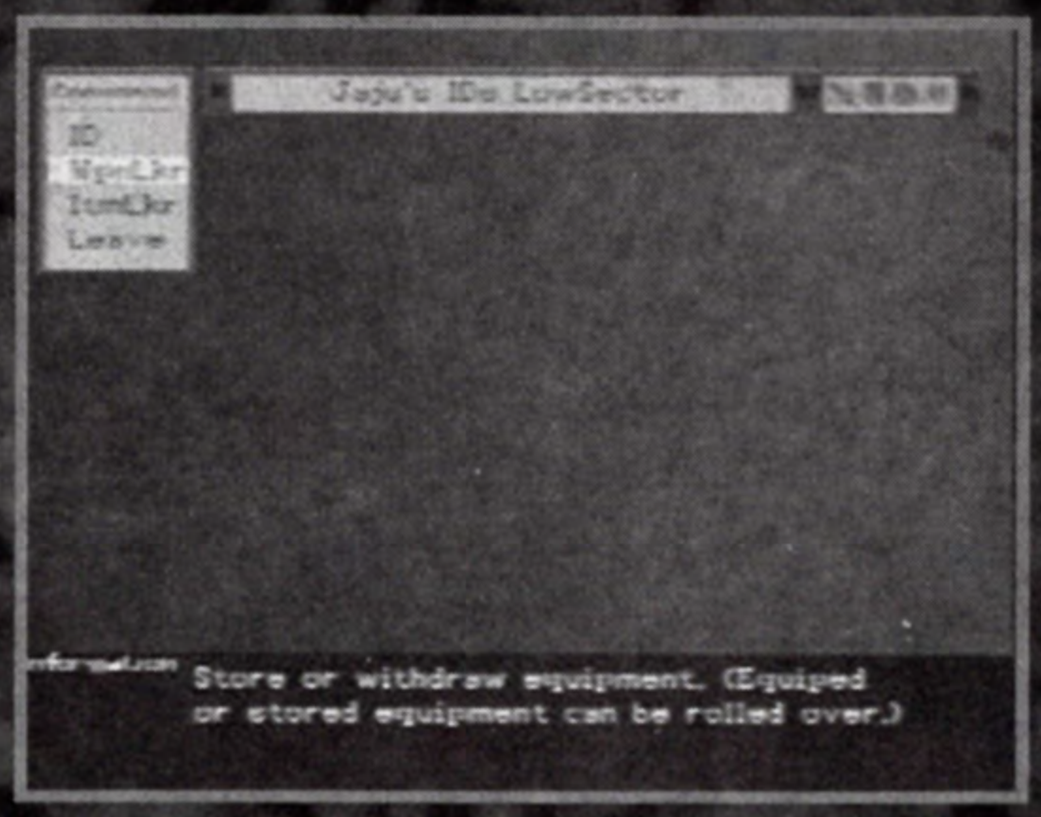
Identify and store items here.

ID – Shopkeepers will identify and appraise items for a fee of 100 Zenny. (Items that have "??????" in their label need to be appraised to determine their value.)

WEAPON LOCKER – Store and remove weapons here. All weapons stored here can be used with the SOL system and carried over when you restart a game.

ITEM LOCKER — Store and remove items here. These items can be used with the SOL system and carried over when you restart a game.

LEAVE — Exit the arsenal.



COLONY

You will meet fairies as you play through the game. When you talk to them they will lead you to a colony. When the colony gets larger, you will be able to get valuable items, earn good money and do other fun things.

CULTIVATING YOUR COLONY

1. Hire a worker and increase the size of the land. In the beginning your colony will have only 1 room. Hire a worker and have him dig, gradually increasing the depth of the holes to increase the number of rooms.
2. Convert rooms into shops. After you deepen a room, change it into a shop. It's to your advantage to divide the work among different workers.
3. Enlarge the size of your colony and build more shops. At first, only a few kinds of shops appear here and there. When you study different kinds of work at a research center, the kinds of shops will increase. The more you dig and increase the size of the colony, the more rooms you will create for yourself to use.

CONTROLLING THE COLONY

Talk to a fairy and choose INSTRUCTIONS to enter the Instructions screen. Here you can assign workers to certain jobs or remove workers from their current jobs. You can also see your revenue and expenditures for the entire colony.

MOVING WITHIN THE COLONY

To get around in the colony, you can either talk to a fairy and choose GO TO A DIFFERENT ROOM, or you can press the SELECT button to display the Move screen. Place the cursor onto a destination room and press the ✕ button to travel to that locale.

EXITING THE COLONY

When you're ready to leave, talk to a fairy and select I WANT TO GO BACK NOW.

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Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson and Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Ben Judd; PR: Melinda Mongelluzzo, Matt Atwood, Carrie Root and Arne Cual; Special thanks to: Bill Gardner, Robert Lindsey and Customer Service.

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